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23

DROID ARMY

STAP

Single Trooper Aerial Platform

Saesee Tiin – Jedi Knight *Jason Baird, make-up artist*

DeAGOSTINI

LUCAS BOOKS

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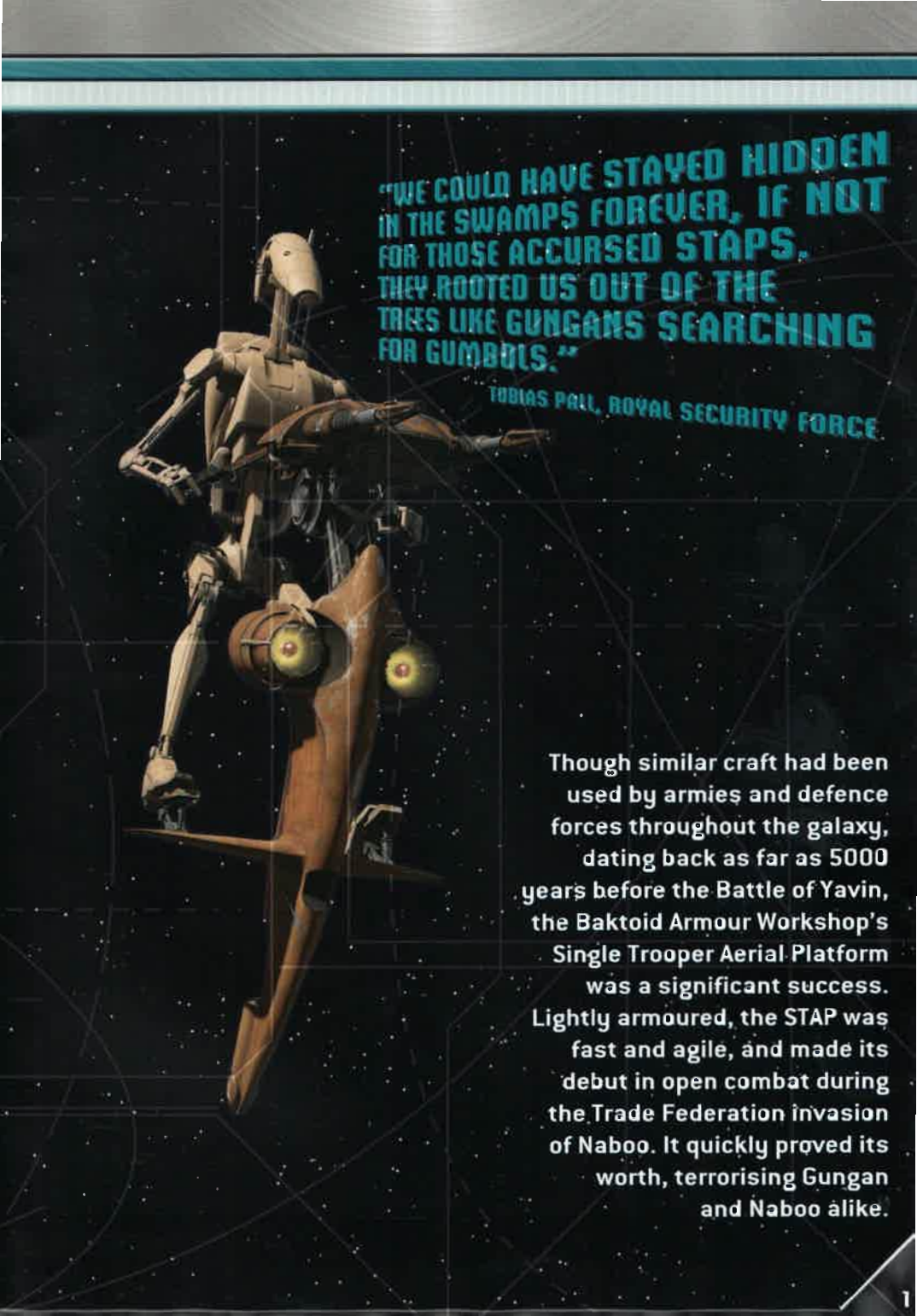
STAR WARS



"WE COULD HAVE STAYED HIDDEN IN THE SWAMPS FOREVER, IF NOT FOR THOSE ACCURSED STAPS. THEY ROOTED US OUT OF THE TREES LIKE GUNGANS SEARCHING FOR GUMBOLS."

TOBIAS PELL, ROYAL SECURITY FORCE

Though similar craft had been used by armies and defence forces throughout the galaxy, dating back as far as 5000 years before the Battle of Yavin, the Baktoid Armour Workshop's Single Trooper Aerial Platform was a significant success. Lightly armoured, the STAP was fast and agile, and made its debut in open combat during the Trade Federation invasion of Naboo. It quickly proved its worth, terrorising Gungan and Naboo alike.

THE LEGEND
OF THE STAP

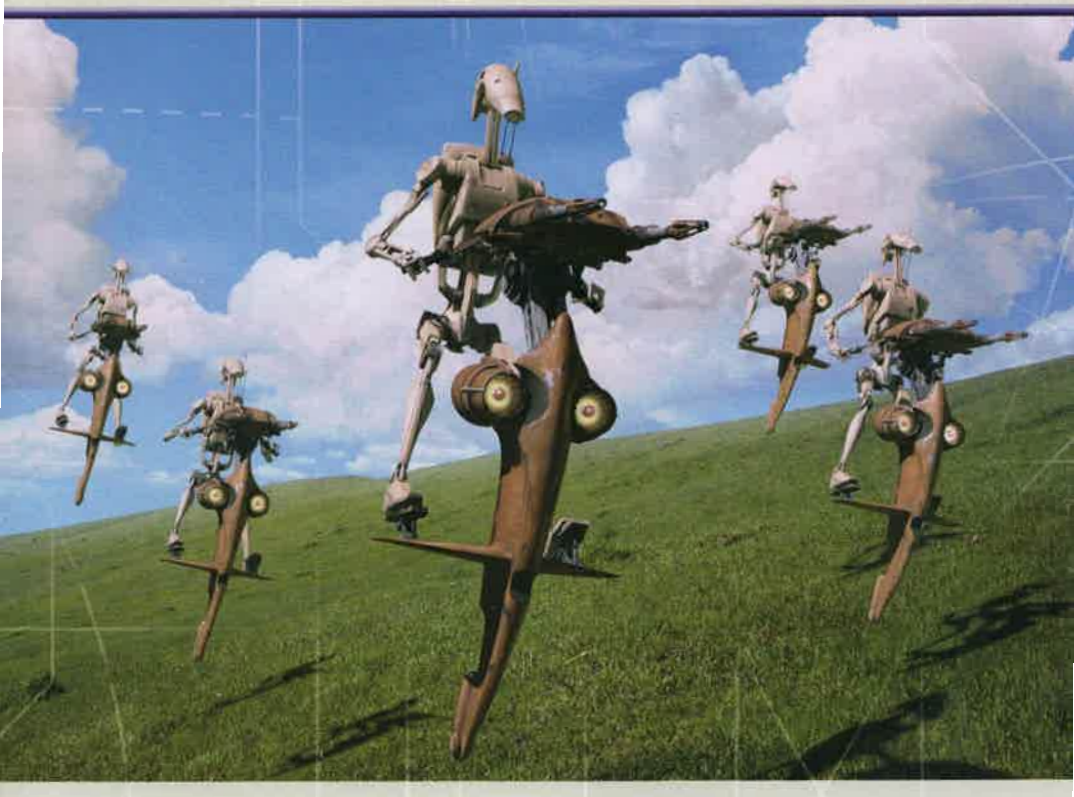
From the Invasion of Naboo and throughout the Clone Wars, the Single Trooper Aerial Platform was a mainstay of any Trade Federation army. This remarkably fast and nimble vehicle performed well in a number of roles, including scouting, patrol and even battlefield support. The approaching drone of a STAP's engines became a sound to be feared.

The principle of the flying 'airhook' was well established in both civilian and military service long before the Trade Federation STAP came along. Military airhooks had been used by the Empress Teta during both the Unification Wars of Koros and the later Great Hyperspace War against the Sith Empire – all of this many thousands of years before the Naboo conflict. Similarly, the Jedi Army of Light at Ruusan used airhooks around 1000 years before the Battle of Yavin.

Successful Adaptation

As with most of the Trade Federation's military hardware, the STAPs were designed and built by Baktoid Armour Workshop. While the great majority of Baktoid's designs for the Federation were originals, the STAP was based on a civil-defence airhook made by Longspur and Alloi. The *Bespin*-class high-altitude airhook featured light stun cannon for use by local police and other such groups, and had a flight ceiling of over 100km.

High-altitude operation was not needed by the Trade Federation as droid fighters would handle air patrol and combat duties, so Baktoid increased the speed of their STAPs by over 100km/h to some 400km/h and lowered the



flight ceiling to around 25m. Extreme high-voltage energy cells provided power to the repulsorlifts, the craft's twin thrusters and the twin blaster cannon.

Operational Limits

The demands placed on the energy cells meant that the STAP was a short-range patrol and reconnaissance vehicle, needing to return quite often to recharge at either a Trade Federation building or a large vehicle such as the MTT or the C-9979 landing craft. In open combat, for example during the Battle of the Grassy Plains, the STAP had an operational window of around a standard hour.

Piloting Prowess

Despite its speed and remarkable manoeuvrability, the STAP was not fitted with any in-built sensors to assist the pilot in flight or in targeting the on-board weapons. This was one reason why the STAP project was originally abandoned by Baktoid – no organic pilot, short of a Jedi, had the reaction speeds to fly the STAP to its full capabilities. When the Trade Federation commissioned its military hardware, the STAP project was brought out of mothballs, as Baktoid realised that the B-series pilot droids which the Federation were using had the programming to make full use of the vehicle.

The Heavy Option

Two additional models of the STAP were produced by Baktoid for the Trade Federation ahead of the Invasion of Naboo, although they only appeared in limited quantities.

The Heavy STAP was essentially a modified standard STAP, fitted with more powerful twin laser cannons and a missile launcher. The STAP-2 mounted the same weapons but was larger, better armoured and had a longer operational window. Both craft carried additional power cells, so compared to a standard model, the Heavy STAP and STAP-2 were slower, significantly less agile, had a lower flight ceiling, and poorer performance over water.

THE BATTLE OF THE GRASS PLAINS

BATTLE AGAINST THE GUNGANS

When the Trade Federation invaded Naboo, they encountered little significant resistance from the peaceful human population and their battle droids' superior numbers drove back the unprepared Gungans. However, the Gungans and Naboo rallied to Queen Amidala and took the fight to the Trade Federation.

Together, the Naboo and Gungan leaders put together their audacious plan to recapture their world. Queen Amidala planned on leading a raid into the heart of her own palace, but needed a distraction to draw attention away from her assault. This role fell to the Gungan Grand Army. Unfortunately, this was scattered, with much of its vital equipment in Trade Federation hands.

Drawn To Combat

Boss Rugor Nass, leader of the Gungans, managed to regroup his forces quickly, at the cost of giving the Trade Federation some warning that a force was being gathered against them. The Gungans drew the Trade Federation into combat on the Grass Plains outside the city of Theed, where the Gungans deployed shield generators mounted on the backs of their fambaas – huge beasts of burden trained by the Grand Army animal handlers. The Gungans' plasma-based technology encased the Grand Army in an energy shield that was impenetrable to the weapons fire of even the Federation's Armoured Assault Tanks (AATs).

All-out Onslaught

The Trade Federation held its STAPs back at this point – if AATs couldn't get through the shields, STAPs

"They all broken!"

Jar Jar Binks

certainly couldn't. Also, they risked critical damage if they impacted the shield. In an action as much designed to demoralise their opponents as crush them, the Neimoidian commanders of the Trade Federation unloaded huge numbers of battle droids from the MTTs. These droids advanced on the Gungans, pushing their way through the shield to open fire on the relatively poorly armed Gungans. Soon after, droidekas were sent in through the shield to attack the generators directly.

Fortunes Of War

Once the shield was gone, victory quickly went to the Trade Federation, as tanks and STAPs poured fire down on the retreating Gungans. Though soundly beaten, the Gungans had played their part. However, even as they were rounded up for processing, the droid army was abruptly rendered so much scrap metal when the droid control ship was destroyed. In the Theed Palace, Amidala captured the invasion leaders. The Gungans and Naboo had won in the end!

BATTLE DROIDS

TRADE FEDERATION SOLDIERS

It is estimated that from just before the Battle of Naboo until the end of the Clone Wars a few years later, quintillions of B1 battle droids were manufactured for the Separatist forces. They were the ultimate disposable soldier.

Fighting a war is an expensive business, and fighting one on a galactic scale presents costs that would drive even the strongest of accountants into the arms of the nearest death-stick dealer. For the Confederacy of Independent Systems, the need for a cheap infantry unit was paramount. Baktoid Combat Automata came up with the solution – the B-series battle droid, particularly the B1.

Overwhelming Numbers

The existence of the Trade Federation's droid army was little more than an ugly rumour circulating around the galaxy until the dramatic invasion of Naboo. Utterly overwhelming force was used to take control of the surface of the planet, with many hundreds of thousands of B1 battle droids deployed to subjugate the population.

It was immediately apparent that the B1 was a weapon of war where quantity was more important than quality. The B1s were relatively fragile, rather slow to react, and were very poor shots. However, their advance was inexorable. A defending force could destroy hundreds, only to see thousands more march in to replace them. Any one droid might miss, but hundreds of weapons pouring fire into an area would eventually find their target.

Central Control

Prior to the B1s, the Trade Federation had used the OOM-series droid. However, the more intelligent OOM droids, physically identical to the B1s, were too

PROFILE

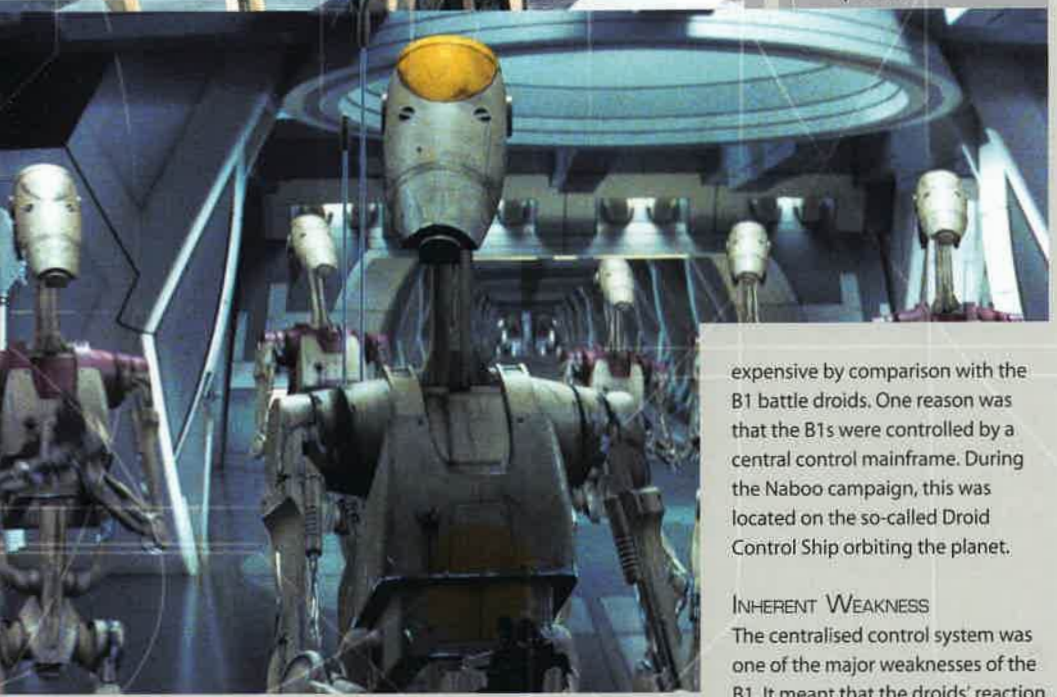
B1 Battle Droid

Height
1.91m

Weapon
E-5 blaster rifle

Vehicle
STAP, AAT, MTT

Affiliation
Confederacy of Independent Systems



"Roger, roger!" Battle droid

expensive by comparison with the B1 battle droids. One reason was that the B1s were controlled by a central control mainframe. During the Naboo campaign, this was located on the so-called Droid Control Ship orbiting the planet.

Inherent Weakness

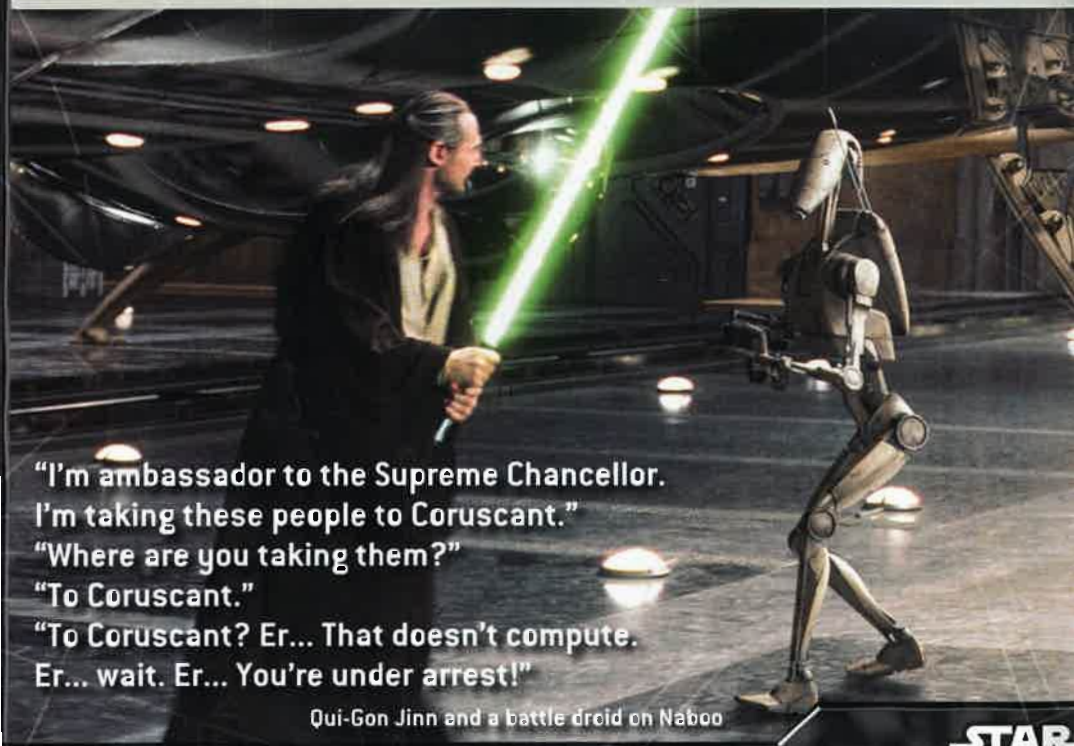
The centralised control system was one of the major weaknesses of the B1. It meant that the droids' reaction times were incredibly slow –

any new conditions encountered had to be dealt with by the control centre, and fresh behaviour instructions issued. This delay, which could be seconds long, was regularly exploited by the B1s' opponents. For example, it allowed Jedi Master Qui-Gon Jinn to walk right up to a guard detail in the Theed Palace and declare he was taking former prisoners to Coruscant long before the confused droids got their orders. By that time, the droids were effectively scrap.

The slow reactions, and the simple fact that controlling so many droids from a single point made it hard to keep proper track of them all, led to inevitable atrocities. Many civilians on Naboo were wrongly identified as armed threats, leading to hideous massacres before the errors could be corrected.

Addressing The Weaknesses

When the signal from the control centre was disrupted – for example, if anything happened to the orbiting control ship – B1 droids went into hibernation mode. Occasionally, the electromagnets that held many of the droid components together would fail and bits would drop off. After Naboo, the need for more independent droid soldiers gave rise to the likes of the B2 Super Battle Droid, though the B1s were still the prevalent infantry unit. Now, however, they were fitted with components that allowed limited independent operation if the control signal was lost.



"I'm ambassador to the Supreme Chancellor. I'm taking these people to Coruscant."
"Where are you taking them?"
"To Coruscant."
"To Coruscant? Er... That doesn't compute. Er... wait. Er... You're under arrest!"

Qui-Gon Jinn and a battle droid on Naboo

Design inspiration

Early designs of the ubiquitous B1 battle droids were clearly inspired by the armoured stormtroopers of the Classic Trilogy, evoking a history of combat on a galactic scale in the *Star Wars* mythos. Later designs by Doug Chiang echoed in their proportions some elements of African sculpture, though the then four-metre-high droids were scaled down to a more human size by the final design.

Combat Experience

At the beginning of the Clone Wars, the B1s' combat programming, including their inherent tactical and combat abilities, was rather inadequate. As the wars went on, programme updates and simple experience meant that the droids became slightly more effective as infantry soldiers. Droids that survived a number of campaigns could develop a degree of independence and even personality. Unfortunately, their opponents too were learning. Clone troopers very quickly learned to target the battle droids' hips and other vulnerable joints, literally picking the droids to pieces.

No Future

After Darth Vader killed the Separatist leadership on Mustafar, a signal was sent out deactivating all of the Confederacy's droid armies. However, a few Separatist hold-outs and independent operations continued to use B1 and other battle droids for some time after the rise of the Empire.

TRADE FEDERATION MTT

ARMOURED TROOP CARRIER

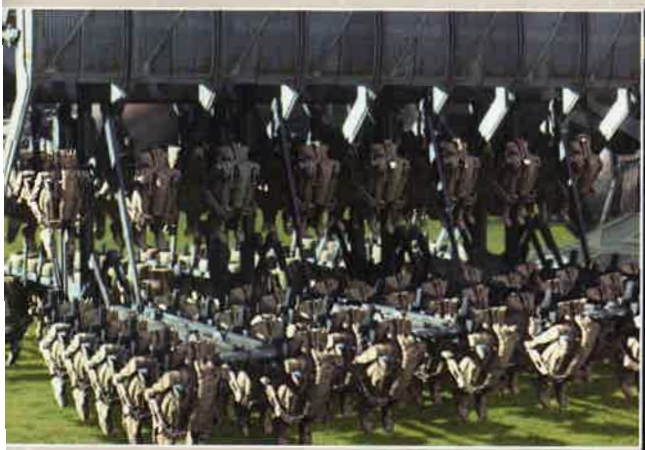
Baktoid Armour Workshop, the designers of the Trade Federation's military might, knew the value of intimidation. Many of its weapons of war were given bestial appearances to intimidate their clients' opponents. The heavily armoured MTT could simply batter down anyone who didn't flee the instant that it appeared.

The Multi-Troop Transport was a massively armoured behemoth – a repulsorlift-powered battering ram with sufficient armour-plating to crash through buildings and even through medium fortifications. It was armed with two sets of twin 17kv blaster cannons, powerful enough to knock out tanks and accurate enough to bring down fighter craft. With exhaust gasses billowing out from underneath it, the lumbering MTT really was a fearsome sight.

Fold-Out Troops

The original plans for the MTT saw its open interior designed to transport and deploy organic soldiers, and a variant of the MTT retained the open, empty interior to carry 20 droidekas at a time. However, the Trade Federation's main need was to deploy battle droids. The Baktoid designers came up with a folding rack system that held 112 folded, dormant battle droids (complete with standard E-5 blaster rifles) per MTT. To deploy the droids, the frontal hatch of the MTT opened upwards, allowing the racks to extend forward from the body of the transport on hydraulic rails. The racks then folded out to each side, depositing the dormant droids on the ground before retreating back into the MTT. The droids would then activate and begin their duties.

During the Clone Wars, MTTs were seen on virtually every battlefield, though they were coloured grey and blue, the livery of the Confederacy of Independent Systems, as opposed to the rusty red colour of the original Trade Federation vehicles.



Multi-Troop Transport PROFILE

Type
Repulsorlift troop transporter

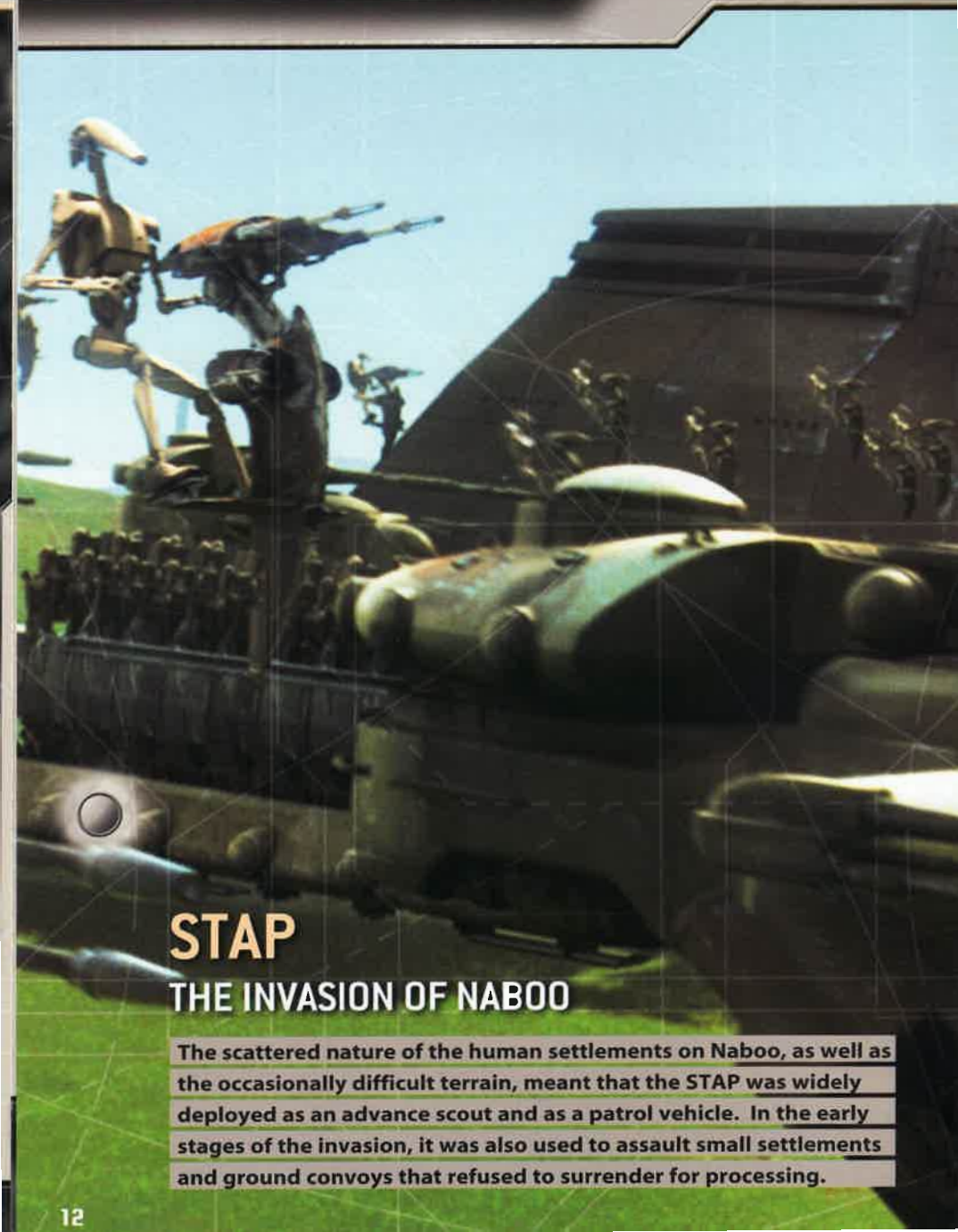
Manufacturer
Baktoid Armour Workshop

Length
31m

Height
13m

Weapons
2x twin 17kv blaster cannons

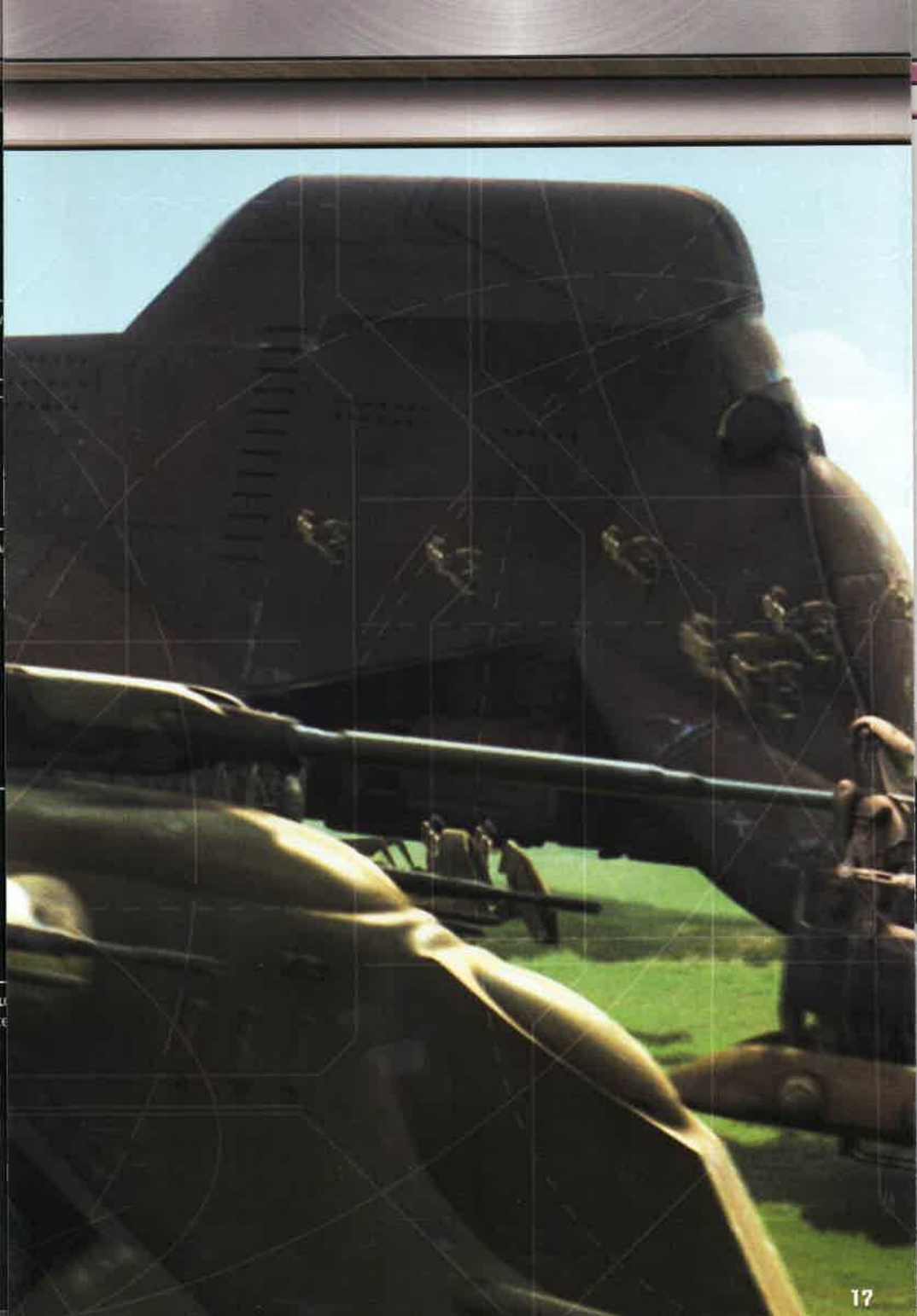
Affiliation
Trade Federation & CIS



STAP

THE INVASION OF NABOO

The scattered nature of the human settlements on Naboo, as well as the occasionally difficult terrain, meant that the STAP was widely deployed as an advance scout and as a patrol vehicle. In the early stages of the invasion, it was also used to assault small settlements and ground convoys that refused to surrender for processing.



SINGLE TROOPER AERIAL PLATFORM

Type
Repulsorlift military anti-infantry/reconnaissance airhook

Manufacturer
Baktoid Armour Workshop

Height
2 metres

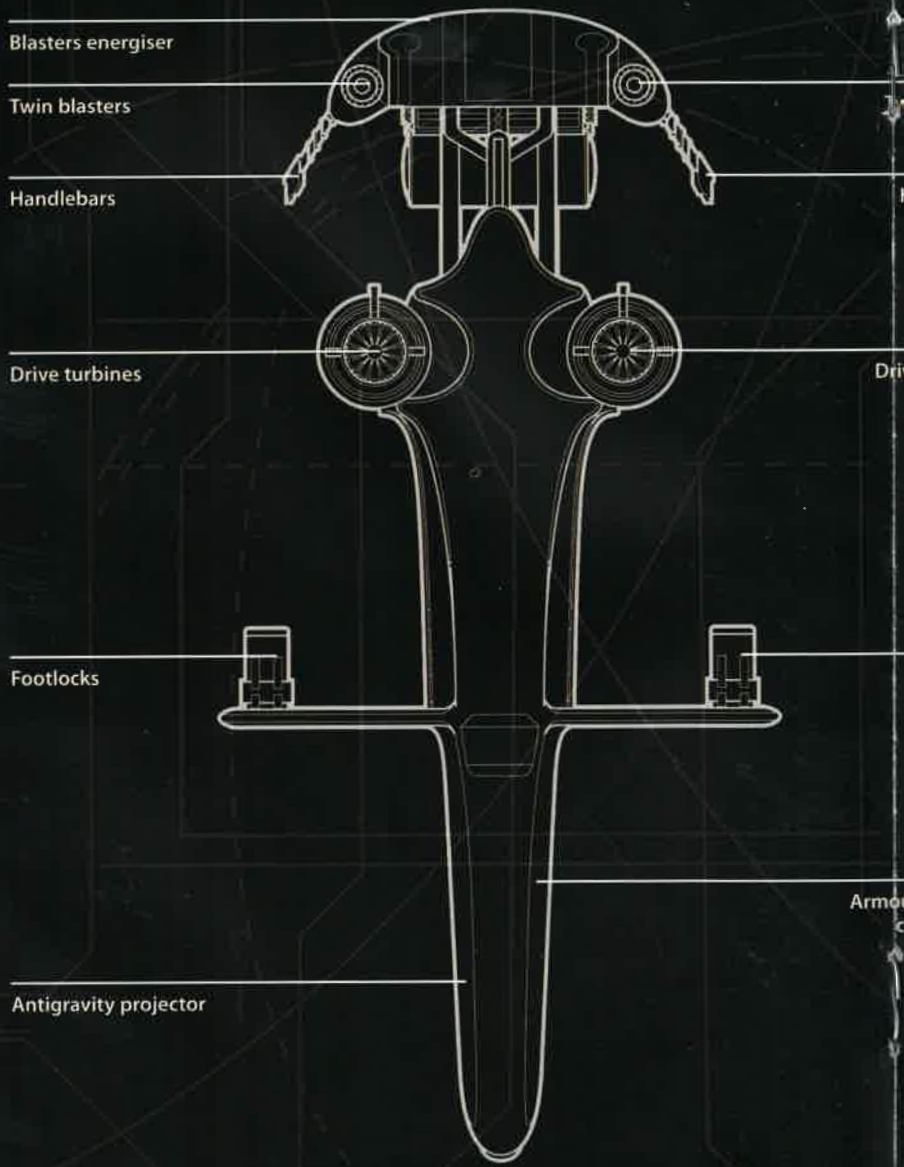
Maximum Speed
400 km/h

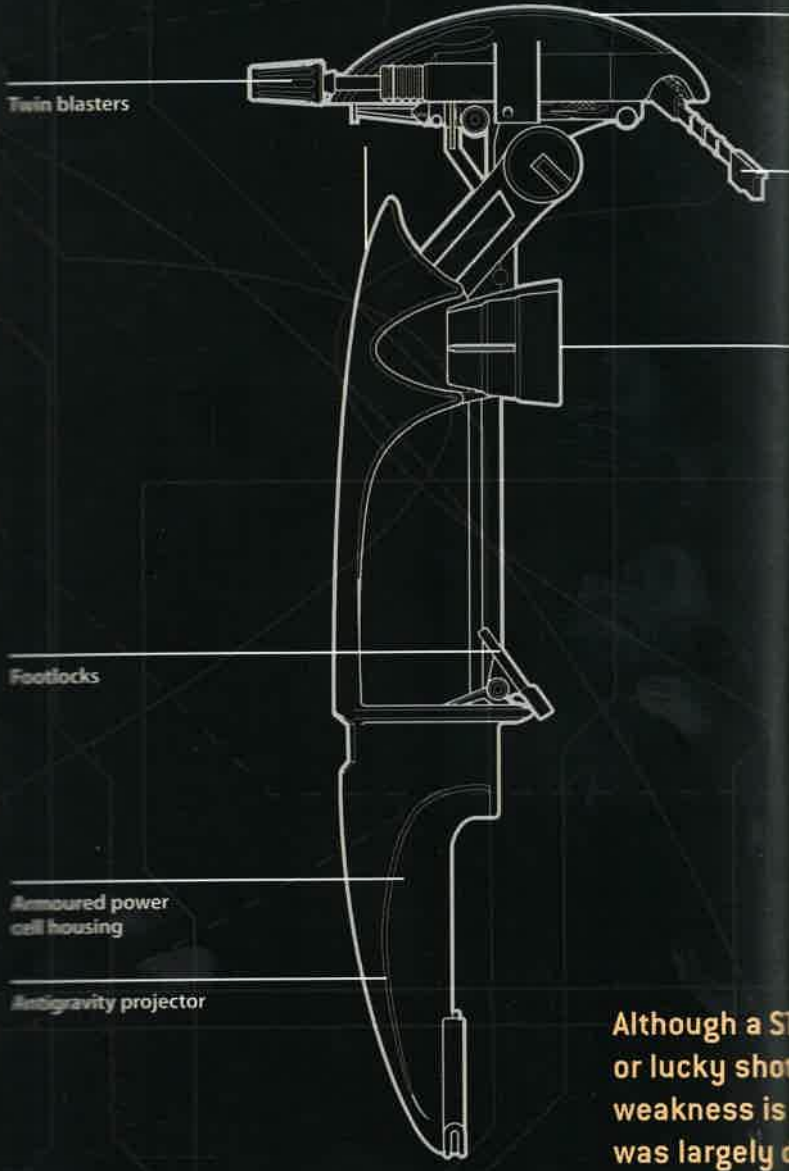
Flight Ceiling
25 metres

Weapons
Twin blaster cannon

Crew
One B1 pilot battle droid

Affiliation
Trade Federation, Confederacy of Independent Systems


Blasters energiser
Twin blasters
Handlebars
Drive turbines
Footlocks
Antigravity projector



Although a ST
or lucky shot
weakness is
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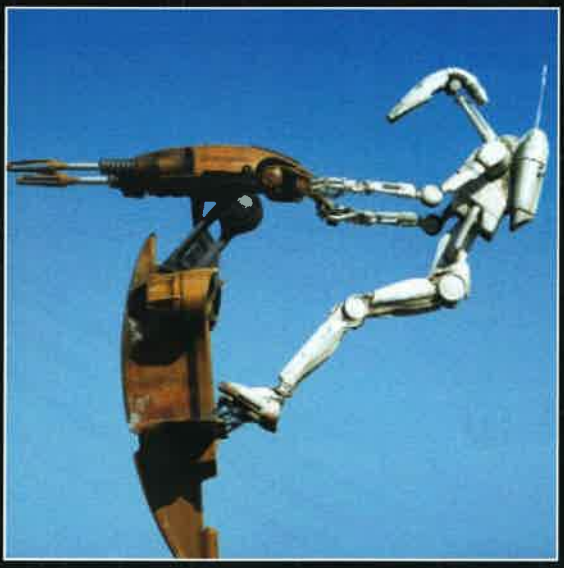
Blaster energiser

Handlebars

Drive turbines



Multi-use vehicles

During the initial landings in the forested swamps on Naboo, STAPs were quickly released from the C-9979 landing craft. They immediately secured the landing zone perimeter before moving ahead of the main columns on reconnaissance patrols. STAPs were used as escorts and advanced scouts during the Trade Federation advance on Theed, the capital city of the Naboo. During the occupation of the city, they flew low level patrols through the city streets. Once Theed was secure, STAPs moved out to assist in suppressing outlying Naboo settlements, and to hunt down elusive Gungan and Naboo resistance fighters.

TAP is extremely agile, it is also vulnerable to enemy fire and a skilful
t can quickly destroy the vehicle or its pilot. The STAP's greatest
that it offers almost no protection to its rider. As a result, the STAP
deployed on reconnaissance and mopping-up missions, rather than
mbat.

SAESEE TIIN

ACE JEDI FIGHTER PILOT

Until Anakin Skywalker arrived at the Jedi Temple on Coruscant, Jedi Master Saesee Tiin was the undisputed ace pilot of the Order. The stern-looking, imposing Iktotchi Jedi worked hard, both on his own and with other Jedi, to ensure that the starfighters that were used by the Order were the best they could be.

Born on Iktotch, moon of the planet Iktotchon, Saesee Tiin shared his species' natural telepathic abilities. Together with the intuition of his parents, his abilities as a pilot on his homeworld, where he excelled in flying through the challenging, violent atmosphere of the moon, saw him quickly identified as having Force abilities. Tiin was sent to the Jedi Temple where he dedicated himself utterly to the Order. He rose to the rank of Jedi Master despite never accepting a Padawan – a testament to his skills, wisdom and the fact that he was considered to have some of the strongest Force abilities of his generation.

Always In Action

A long-term member of the Jedi Council, Tiin was regularly in the field. During the Stark Hyperspace War he led two squadrons of starfighters to victory at the Fifth Battle of Qotile, the final action of the conflict. A later mission, where he rescued some Duros diplomats from pirates, saw him being given a SoroSuub *Cutlass-9* patrol fighter. The Jedi Master was permitted to keep the *Sharp Spiral*, which he heavily modified – a precursor to work on the later Jedi Starfighters. Tiin worked on the prototypes of the Delta-7 *Aethersprite* starfighter, and later encouraged Anakin Skywalker in his own modifications.

Tinn had been at the Council meeting where Qui-Gon Jinn presented Anakin Skywalker, and supported the request that he be trained as a Jedi. Later, Tiin travelled to Naboo to attend Jinn's funeral and investigate Darth Maul's Sith *Infiltrator*. Tragically, Saesee Tiin also went with Mace Windu, Agen Kolar, and Kit Fisto to arrest Palpatine when it was revealed he was a Sith. Unfortunately, the Jedi were no match for Darth Sidious, and all four of them were killed.

Did you know?

Saesee Tiin's Master was Omo Bouri. Master Bouri instilled such intense devotion to the Jedi Order in Tiin that some considered Saesee to be a fanatic. When Bouri died on a mission for the Council, he appeared to his former Padawan as a Force ghost. Tiin spent so long trying to contact his Master thereafter that he never took a Padawan.

PROFILE

Saesee Tiin

Homeworld
Iktotch

Height
1.88m

Weapon
Green lightsaber

Vehicle
SoroSuub *Cutlass-9* patrol ship, Jedi starfighter

Affiliation
Jedi Council

CATO NEIMOIDIA

A NEIMOIDIAN COLONY WORLD

When the Neimoidian people began off-world colonisation, one of the first – possibly the very first – was the beautiful planet subsequently called Cato Neimoidia. Rich in flora and fauna, it was damned by association with the greedy Neimoidians.

The push for colonisation early on in the development of the Old Republic saw the avaricious Neimoidians (and many other species) seek out planets rich in natural resources to be claimed, colonised and then stripped bare of anything useful. The best and richest of these planets were dubbed 'purse-worlds' by the wealth-obsessed Neimoidians. While the fate of many planets was to be left as barren industrial wastelands, something about Cato Neimoidia appealed to the invaders, and many of its areas of natural beauty were preserved.

Unique Beauty

Owing to its unique geology, the weather systems of Cato Neimoidia had carved large sections of terrain in the temperate regions into truly massive arches that tumble down from far inland right to the sea. The arches normally bridged huge canyons, and the majority of the terrain at the bottom of those canyons was impractical for building purposes. While the Neimoidians could have built atop the arches, they chose instead to hang so-called 'bridge cities' under and through the arches.

Wealth And Ostentation

The bridge cities became increasingly ornate and architecturally expensively impractical as the wealth of their owners grew.

As Neimoidia expanded its galactic influence, purse-worlds like Cato Neimoidia became high-status homes for the staggeringly rich upper echelons of Neimoidian society. This is what touched the hearts of the Neimoidians from the beginning – the chance to show off their wealth in the most insanely ostentatious ways possible. Entire city blocks, even whole bridge cities, became palatial residences designed to demonstrate the power and influence of the Neimoidian officials who owned them. A few non-Neimoidians owned such

"...that business on Cato Neimoidia doesn't count."

Obi-Wan Kenobi

Jedi Master Plo Koon was killed by his own wingmen over a Separatist bridge city on Cato Neimoidia on the issuing of Order 66.

Creating Cato Neimoidia

The Neimoidian purse-world colony was conceived as one of several worlds in *Star Wars* Episode III that were battlegrounds in the Clone Wars. Called Ring World to begin with, concept work was carried out by artist Ryan Church (above). The planet became Cato Neimoidia by October of 2002, but was a planet surrounded by an artificial ring. In 2003/04, two separate concepts for Ring World and Bridge World (called Saleucami) combined to become the Cato Neimoidia glimpsed in the film.

homes, but these individuals were usually members of the Trade Federation and other Neimoidian-controlled organisations.

Nute Gunray And The Clone Wars

The most infamous resident of Cato Neimoidia was Nute Gunray, who became Viceroy of the Trade Federation through his secret dealings with Sith Lord Darth Sidious. He led the Trade Federation during the unsuccessful invasion of Naboo, escaping effective prosecution for his role in that conflict. Subsequently, the Trade Federation – and Neimoidia – were among the first to join the Confederacy of Independent Systems.

During all of this, Nute Gunray became impossibly wealthy. On the western hemisphere of Cato Neimoidia, on the high ground at the tip of a lake peninsula, Gunray built a massive tiered citadel. Ironically, it closely resembled the command towers of the *Lucrehulk*-class control Ships used by the Trade Federation to control their droid armies.

During the Clone Wars, Gunray was hunted by the Republic as one of the Separatist leaders. When Neimoidia was attacked and key purse-world colonies fell, Gunray rushed to Cato Neimoidia to secure as much of his hoarded wealth as possible. Republic forces, led by Obi-Wan Kenobi and Anakin Skywalker, assaulted Gunray's opulent fortress, almost capturing the wily Viceroy. Cato Neimoidia was one of the last Separatist strongholds to fall, though isolated bridge cities held out against the Republic to the bitter end, only to fall to the Empire instead.

JASON BAIRD
CREATURE SUPERVISOR

For *Star Wars* Episode II, many of the alien creatures were entirely digital creations built by ILM. However, physical creatures still had an important role to play. For this reason, prosthetic effects expert Jason Baird took on the role of Creature Supervisor.

Jason Baird was extremely well qualified for the work on Episode II, with well over a decade of experience by the time he was hired in March, 2000. Baird had set up his own company, JMB FX Productions, in 1994, and established JMB FX Studios in 1999. He and his team have a deeply impressive résumé, having worked on a great many iconic films – all three *Matrix* movies and *Pitch Black*, for example, as well as family films like *Babe* and *Scooby Doo*. More recently, Baird has worked on horror films *House of Wax*, *See No Evil* and *The Ruins*.

Baird puts his successful work on *Attack of the Clones* down to one thing: planning. After the initial buzz of getting the chance to work on a *Star Wars* movie had passed, closely followed by a moment of trepidation when considering the enormity of the task at hand, Baird realised that a lot of the work he and his team would need to do had already been taken care of. A large number of the prosthetic character heads from the filming of *The Phantom Menace* had been saved and looked after.

Rush Job

Nevertheless, there was still a considerable amount of work to do once the team had been assembled. Between 12 and 15 artists worked day and night to produce the

Behind the scenes

The decision to create both Kit Fisto and Shaak Ti came late during pre-production. Baird and his team had only three weeks to create Kit Fisto completely from scratch.

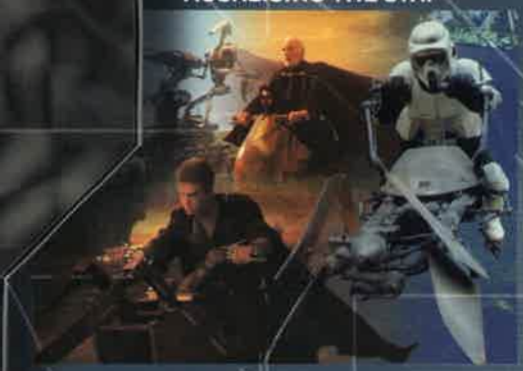
required physical effects. Time was a major factor for Jason Baird on Episode II – from starting, there were only five weeks of pre-production time remaining for the team. The first three were spent setting up the workshop in the space provided at the studios. "That left us only two weeks to produce the prostheses and all the rest. It was a really short time, but we managed," Baird says, proudly.

Creating Jedi Masters

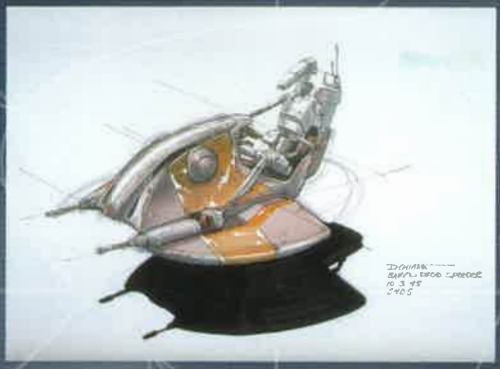
Baird and his team were tasked with creating two new Jedi Knights for Episode II – Kit Fisto and Shaak Ti. Both of these exotic, alien Jedi Masters have remarkable prosthetics that give the characters a unique look. However, both Jedi also appeared in the pitched battle in the Geonosian arena – presenting their creators with an additional challenge, as the prosthetics had to be tough enough to stand up to all that action.

THE STAP
DEVELOPMENT STAGES

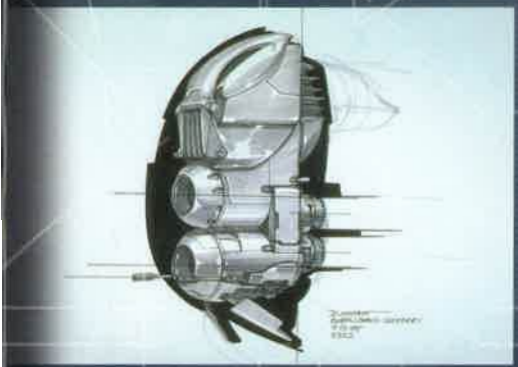
VISUALISING THE STAP



1 A quartet of flying personal transporters from the *Star Wars* saga shows a wide range of concepts and a wide variety of riding positions.



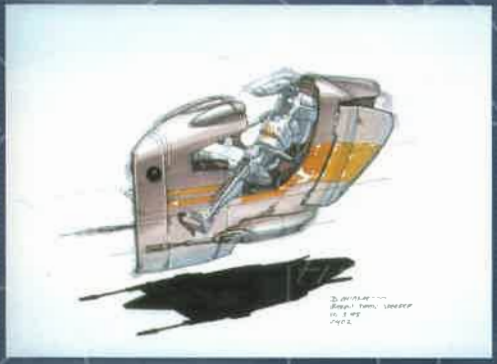
2 An early design by Doug Chiang from 1995. An early draft script referred to the battle droids flying air bikes into combat with Gungan 'air whales'.



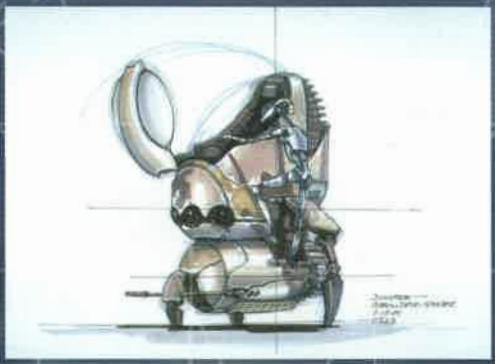
5 Another of Doug Chiang's designs from 1995 shows a variation on the concept of an enclosed vehicle, this time with a more upright position.

6 Chiang began to work with the idea of a 'powered water ski', an idea that was refined with the additional influence of a hummingbird.

An early version of the STAP appears in the first story treatment of *Star Wars* from 1973, where the heroes ride 'jet-sticks' through dense jungle. The idea of the STAP lay unexplored until Episode I when, in a revised rough draft, the battle droids rode Single Trooper Armed Pogo Sticks!



3 Another early design by Doug Chiang. Some of the development work on the air bikes became a major influence on Darth Maul's speeder bike.



4 Inspired by the snowspeeders from *The Empire Strikes Back*, some of the early STAP designs were small, enclosed vehicles.

7 The final visual for STAP and its battle droid pilot led to its release in toy form as preview figures ahead of the launch of Episode I.

8 One of the many digital renderings that were made of the finished design for the STAP as the basis for the computer graphics in the movie.

1 In the Clone Wars, what starfighter did Saesee Tiin pilot?

2 How did George Lucas describe the MTT?

3 Where were the factories making battle droids for the Trade Federation located?

ANSWERS:

1. Saesee Tiin flew an orange and white Delta-7 Jedi starfighter. During the sieges in the Outer Rim territories, he flew an Eta-2 fighter with a yellow-domed astromech droid.

2. A revised preliminary draft of the Episode I script asked for the MTT to look like a mighty locomotive that would crush everything in its path. The art department went through a number of designs, settling on something based on the look of an elephant.

3. The droid foundries on Geonosis made many of the battle droids used by the Trade Federation. As the Separatists armed themselves for the Clone Wars, droid factories sprang up on planets across the Outer Rim.

Ibtisam

Character
Expanded Universe

Ibtisam was a female Mon Calamari, a skilled fighter pilot and member of Rogue Squadron. She joined the Rebel Alliance after the Empire invaded her homeworld, Mon Calamari. Ibtisam flew a B-wing at the Battle of Endor, though her fighter was destroyed in an engagement with the 181st Imperial fighter group led by Baron Soontir Fel. Though she was eventually rescued, physically unharmed, the mental trauma of floating in space for over 12 hours meant she was away from her duties for four months. On her return, she joined Rogue Squadron as a reserve pilot. There she met the Quarren pilot Nrin. The bad blood between their peoples, though both native to Mon Calamari, meant that they frequently clashed. As their duties with Rogue Squadron forced them to work together time and time again, their relationship mellowed and then deepened. Unfortunately, just as they finally admitted their love for each other, Ibtisam was killed in action over Ciutric IV.

IG-2000

Starship
Expanded Universe

This modified Aggressor Assault fighter, originally manufactured by Trilon Inc., was redesigned from the ground up by droid bounty hunter IG-88. Rebuilt on Mechis III, the 20 metre-long fighter was designed to be flown by IG-88, with few of the concessions required by an organic pilot. This included the fact that the majority of the interior was given over to the engines and weapons systems. As a result, the ship could perform manoeuvres that would have been fatal for an organic pilot. In the end, neither ship nor pilot (in this case IG-88C) were good enough to beat Boba Fett, who destroyed both over Tatooine.

Igar, Commander

Character
Episode VI

Born on Kuat, Igar was an Imperial commander who served with General Veers during the Battle of Hoth, and later coordinated the surface defences of the shield generator on Endor's forest moon. It was Igar who took Luke Skywalker to Darth Vader aboard the walker *Tempest 1* after the young Rebel surrendered to Imperial troops.

IG lancer combat droid

Character/Droid
Expanded Universe

Designed by Muun technicians and made by Phlut Design Systems, the IG-series battle droids were created by PDS in a secret project that the company planned to sell to the Trade Federation. Unable to repay the loan from the InterGalactic Banking Clan, PDS had their assets seized by the Clan, and the droids became part of the army of the Confederacy of Independent Systems. Later, Holowan Technology used the droids as the basis for the IG-72 and IG-88 series.

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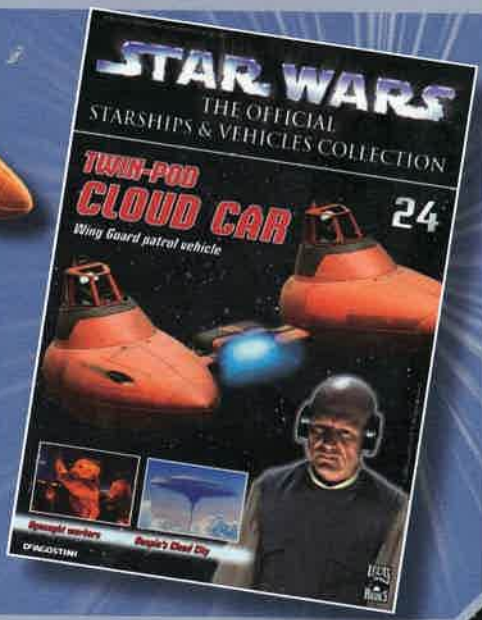
WITH ISSUE 23: DROID ARMY STAP

IN YOUR NEXT ISSUE

WITH ISSUE 24: TWIN-POD CLOUD CAR



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